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Serial Number: **10/765975**

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PALM INTRANET

Inventor Information for 10/765975

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US 20040204237 A1	US- PGPUB	20041014	38	Video game with fast forward and slow motion features	463/30		Miyagawa, Yoshiyuki et al.
US 20030096648 A1	US- PGPUB	20030522		Character display method in three-dimensional video game	463/32		Ohno, Koji et al.
US 20030019548 A1	US- PGPUB	20030130		Method for manufacturing reduced iron briquettes	148/540	148/664; 75/433	Miyagawa, Yoshiyuki et al.
US 20020002077 A1	US- PGPUB	20020103		Image synthesis for a video game	463/30		Shimizu, Shinichi et al.
US 6758752 B1	USPAT	20040706		Recording medium having programs to display frames stored therein, game display method for executing frame-by-frame display, and game displaying apparatus	463/31	345/213; 345/545	Miyagawa; Yoshiyuki
US 6756984 B1	USPAT	20040629	25	Object displaying method, a recording medium and game apparatus	345/473		Miyagawa; Yoshiyuki
US 6709334 B1	USPAT	20040323		Game display method, recording medium, and game display apparatus	463/31	463/23	Miyagawa; Yoshiyuki et al.
US 6652620 B2	USPAT	20031125		Method for manufacturing reduced iron briquettes	75/430		Miyagawa; Yoshiyuki et al.
US 6561907 B2	USPAT	20030513		Simultaneous or reciprocal image synthesis for a video game at different viewpoints	463/31		Shimizu; Shinichi et al.
US 6508712 B1	USPAT	20030121		Recording medium having sequentially accessible data recording regions, data access method, game progress control method, and game machine	463/43	463/1	Miyagawa; Yoshiyuki